NESQLUG NEWS
The Journal of Record of
New England Sinclair QL User Group
Vol 1 No 4
"A Beacon to Guide the Wandering Sojourner Home from the Abyss of Confusion"

EDITOR'S NOTES

With the new year comes new things. Notwithstanding that this is still Volume 1 of NESQLUG News (our year runs July to June), January brings many changes.

First, as our director reminds us, it is time to re-affirm/select people for jobs. He is most eloquent in setting out his appeal.

Second, we move to the monthly schedule of meetings. (Remember it is the first Saturday of odd numbered months, and the first Sunday of even months.)

Third, we have joined the rest of the QL world. We have joined SNUG, the Sinclair North American User Group and are now officially a sub-Group of Quanta.

As to SNUG, we joined as support of the concept and to access their QL library of software. We encourage them to live up to their promise.

QUANTA is more self-serving. It costs us nothing, but it notifies QUANTA members throughout the world that journeys to this shore need not mean a foray into a land totally devoid of reason. For many European visitors, Boston is the prefered port-of-entry, and we hope to have visitors to our meetings.

We even believe with all our hearts that when the world knows we exist the local economy will rebound.

The NESQLUG NEWS is the Journal of the New England Sinclair QL User Group. It is published bi-monthly.

Annual membership is $10.00 in North America. Overseas members pay higher to cover air mail.

We meet monthly on the first Saturday of odd-numbered months and the first Sunday of even numbered months. If that's a holiday weekend, we meet the following weekend.

NEXT MEETINGS

NESQLUG meets from 11:00am to 4:00pm, Saturday, January 5, at the home of Al & Dorothy Boehm, 33 Selfridge Road, Bedford, MA. Call (617) 275-1097 for directions. Come 9:00 to 10:00 for coffee and set up.

In February, it meets from 1:00pm to 4:00pm, Sunday, February 3, at the home of Peter Hale, 195 Central Ave., Chelsea, MA. Call (617) 889-0830 for directions. The topic is SuperBASIC programming tips.

****

Our **exchange policy** is simple: we-send-you-ours-if-you-send-us-yours (WSYOIYSUY) and you have something to say about the QL.

Please forward exchange issues to Frederick Romer, 31 Fowler St., Jamestown, RI 02835.

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DIRECTORY

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Newsletter Liason	Fred Romer, 31 Fowler St, Jamestown, RI 02835	(401) 423-2688

SUGGESTED
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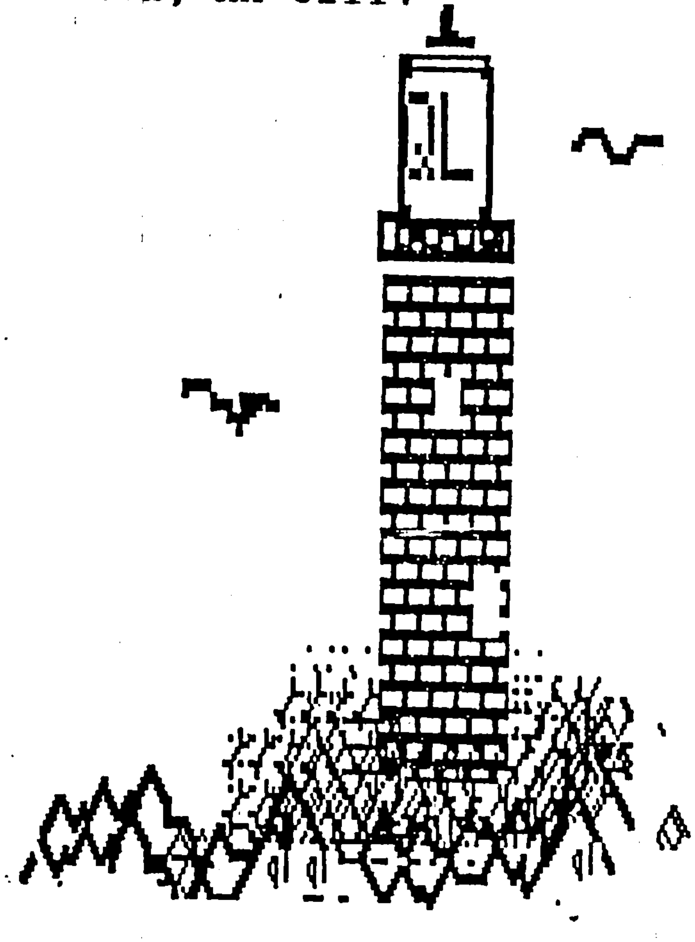
SINCLAIR QL
USERS GROUP
% P.O. Box 8763
Boston, MA 02114



January/February 1991

FIRST CLASS MAIL

To:

CATUG NITE-TIMES NEWS
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613 Parkside Cir.
Streamwood, IL 60107

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CONTENTS

Editor' Notes 1
Next Meeting 1
Meeting Minutes 2
Directions from the Director 2
QL Journey, QDOS and SuperBASIC 3
Using EYE-Q and IMAGIX 4
NESQLIBrary Update 7
Lighthouses 8
Questionnaire results 9

MEETING MINUTES

by Dorothy Boehm, Secretary

The New England QL Sinclair Group met at the home of Al and Dorothy Boehm on November 3, 1990. 14 people were present: Al and Dorothy Boehm, Gary Norton, Dick Taylor, Bill Cable, Norm Shein, Roy Arsenault, Will Horton, Mike Jonas, Sherm Waterman, Fred Romer, Peter Hale, Mike Mitchell and Ed Kingsley.

Dick Taylor demonstrated a graphics and math program developed by Chalmers University in Sweden. Quanta offers the package.

Al Boehm showed a 3-D Graphics program (3D Graph) from QL World that adds 3-D graphs to Easel. The graphics are fantastic! He also demonstrated the use of DO commands to set printers.

A Jupiter program was demonstrated by Will Horton. This program shows the location of Jupiter's four large moons for a given [Earth] date/time.

Fred Romer showed three games he converted to the QL from the ZX computer. They are: Breakout with high score, Ghost Chaser, and Countryside scene (graphics).

Peter Hale demonstrated Calc, a pop up calculator with scientific calculator features: memory, constants and conversion between hex, decimal, octal and binary numbers. A multitasking version is available from the QL World microdrive exchange.

Mike Mitchell demonstrated a program to concatenate two or more binary files that require RESPRing.

(Cont page 10)

DIRECTIONS FROM THE DIRECTOR

by Al Boehm

We have officially become:

1. A QUANTA sub-group
2. A group member of SNUG

At the January 5th meeting I hope to have more on the eagerly sought privileges and august responsibilities of such status. **['stati'? - Ed]**

At the January meeting we will also elect/reaffirm NESQLUG officers. My personal philosophy is that we all help out, but additionally, almost every one should be in charge of something. Rotating assignments frequently is usually a good thing.

I believe I have three responsibilities (in order of priority):

1. Set up/clean up after meetings.
2. Set a meeting agenda.
3. Make executive decisions between meetings.

None of the tasks are onerous, but I barely have time to do them all justice. In short, if anyone wants any of my tasks, they are welcome to give them a shot. On the other hand, I'm willing to continue to do the above if everyone is comfortable with my shortcomings.

There has been a complaint about unauthorized copying of copyright programs. If you haven't heard, become familiar with what has been written on this topic. In the end, it is the user who loses the most.

In a similar situation a church group widely distributed bootleg copies of a hymnal. After all, it was singing for God. The publisher sued and was granted a large ($Ms) settlement. After all, it was the law. But the money was too late to help the publisher continue to print the hymnal. The church group lost, the publisher lost, but most of all the singers lost because you can't find the songs in that hymnal anymore.

QL software developers are an endangered species. Support them.

QL JOURNEY: ODDS 'N ENDS IN QDOS & SUPERBASIC

by Gary Norton

At first glance, SuperBASIC appears to be not too different from some of the other BASICs I have been involved with.

But, there is one very important difference. Here is a BASIC language that is structured. In my college BASIC course, I learned that BASIC was a computer language taught as an introduction to computer programming, and the student was then expected to advance to a "useful" language such as COBOL or FORTRAN. The "B" in BASIC afterall stands for "Beginner's".

At first, I ignored the structure in SuperBASIC. If unstructured BASIC was good enough for other PCs, I figured it was alright for use on the QL. SuperBASIC was even designed to let users ignore structure, if desired. But, the more I became involved with it, the more I realized its advantages. This was most apparent when keying in programs from sources such as QL World.

Now, when I encounter an unstructured BASIC program, it seems so archaic!

The designers of SuperBASIC [Tony Tebby and Jan Jones - Ed] truly put it into the class of higher order language (HOL) with the above mentioned COBOL and FORTRAN, as well as C, Ada, etc.

An even more innovative approach taken in the QL was to allow the the programming language to be integrated with the operating system (QDOS). Accessing the operating system from within a BASIC program gives the programmer great latitude in operations such as controlling I/O devices.

It is this area that initially seemed most confusing. An example is a line such as:

```
1000 OPEN #3, SCR_400X200a20X50.
```

Could this possibly be used in a BASIC program? This line creates a window 400 pixels wide, 200 pixels high, starting at x coordinate 20 and y coordinate 50 (the upper left hand corner is at x coordinate 20 and y coordinate 50). The Xs and the a are separators. In high res mode, MODE 4, the QL has a maximum window of 512 x 256 pixels, and in low res, MODE 8, the QL has a maximum window of 256 x 256 pixels.

The default monitor screen is composed of three assigned windows. Channel #1 is the right half of the screen, channel #2 is the left half of the screen and channel #0 is the bottom horizontal portion.

The above SCR command can be created starting with channel #3 and continuing to as many windows as required. The created window can be enhanced with PAPER, INK, BORDER, etc.

Below is a sampling of other commands and explanations that may not be obvious to QL novices.

CON is similar to SCR, but input from the keyboard is allowed. The parameters used with CON are similar to those used with SCR; however, an underscore separator and a number are tacked onto the end to set the keyboard type-ahead buffer length (i.e. the number of characters that can be entered in advance into the keyboard buffer.)

An example, taken from our SCR sample is:

```
1000 OPEN #3, CON_400X200a20X50_128.
```

which give 128 characters of speed typing while the QL is doing something else.

SER is used to set the parameters of either of the two RS232 serial ports, SER1 and SER2, located in the back of the QL. (SER without a number is read as SER1.)

An example of its use would be:

```
1000 OPEN #3, SER1ehr.
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This means that a device is connec-

(Cont page 11)

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USING EYE-Q AND IMAGIX TO DRAW LIGHTHOUSES

by Hugh H. Howie

[Recently Hugh was challenged to enlarge on the concept of our lighthouse logo. He is an accomplished user of graphics drawing programs and sent me a number of draft outlines which are reproduced, after much reduction, in our centerfold - Playboy eat your heart out.

As a group we have few people interested in graphics, and to the best of my knowledge, none have Digital Precision's Eye-Q.

Hugh also uses Imagix, a PD screen dump for Epson compatible printers. It is a highly versatile program. It can expand and reduce an image in both length and width, reverse it, and set the image resolution. It can be multi-tasked.

What follows are notes from his cover letter. For 'Stages' think figure in the overleaf. -Ed]

Enclosed you will find a few pictures showing the development of an idea, based on your Lighthouse. I have retained the QL in the light as I thing that was an inspiration.

As to whether the end result is acceptable or not, remains for others than myself to decide. If the basis is acceptable, but changes are required, I am willing to try and improve whatever. I will probably be doing that anyway as I go along. The reason for sending such a lot is to enable you to make a selection, and show developement of the idea.

Stage 1, Lighthouse 4 Skeleton Stage being picture submitted, and LH number of LightHouse selected.

Stage 2, LH 9 Beam added, and also billowing waves, and name.

Stage 3, LH 10 Changed to pond effect with boat.

Stage 4, LH 13 Boat removed. Wave effect added to pond. Club initials added to 'mast'. Note separation of initials.

Stage 5, LH 14 'Ring' at rear lowered slightly.

Stage 6, LH 16 Ring removed from ripple of waves to give more spacious feeling.

Stage 7, LH 16 Printed using 'IMAGIX', Verticle stretch factor of 2, and 'R' for reverse image, F5 for centre print.

Stage 8, LH 17 This is LH 16 with the beam colour changed. Printed using 'IMAGIX', Vert. Stretch 2, but using 'N'ormal printout. This gives the effect of the light shining out at night.

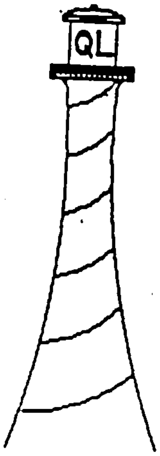
I have added a little quote which may project my feeling on this. "As the sun rises in the East to brighten and adorn the day, so the LightHouse is placed to cast its light across the waters to guide the traveller". Corny I admit, but you can see the light reflected on the waves at base.

I hope you like this, and if not used I will not worry. When I first started this project, I thought it was going to be easy. I soon discovered what an excellent job Joyce had done. I have no idea whether I would have used 'QL' on the light, but seeing it there, I felt it was very appropriate, so am glad to leave it.

The 'mast' of the lighthouse was rather stark and bare, so I decided to use the initials as adornment, and was very lucky that the letters divided up as they did to suit the bands.

I enjoy doing this sort of thing. I guess it brings out a bit of the creative features in most of us.

Getting close to Christmas, so I wish all the best to you and yours in this festive season and in the coming year.

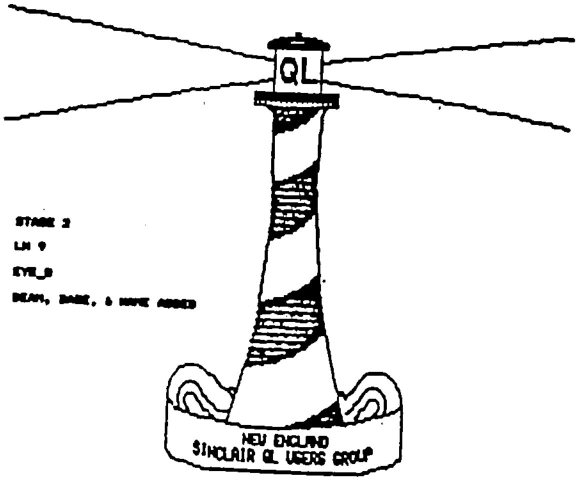


LH 4

STAGE 1

EYE-0

SKELETON

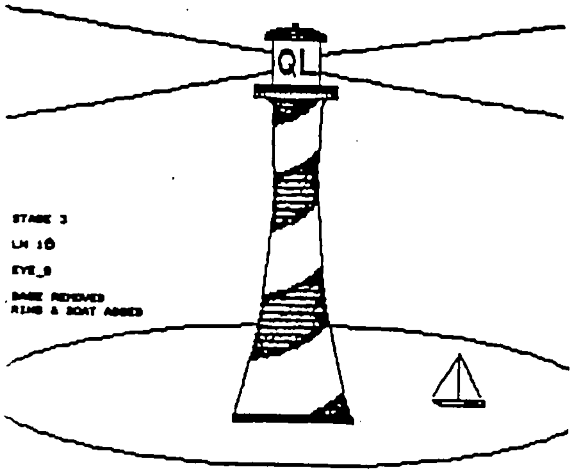


STAGE 2

LH 9

EYE_0

BEAM, BASE, & NAME ADDED

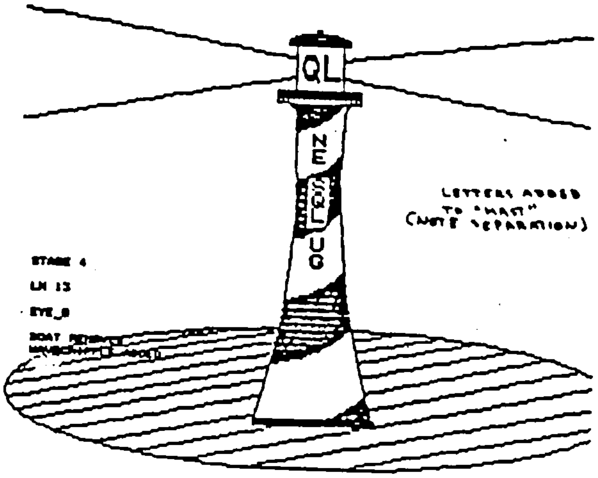


STAGE 3

LH 10

EYE_0

BASE REMOVED
RING & BOAT ADDED



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STAGE 4

LH 13

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BOAT REMOVED
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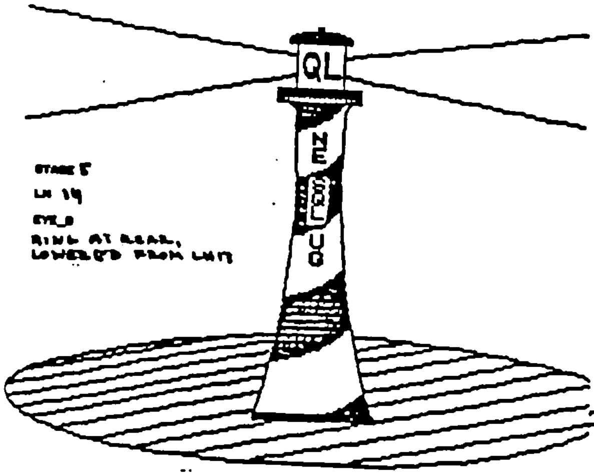

STAGE 5

LH 19

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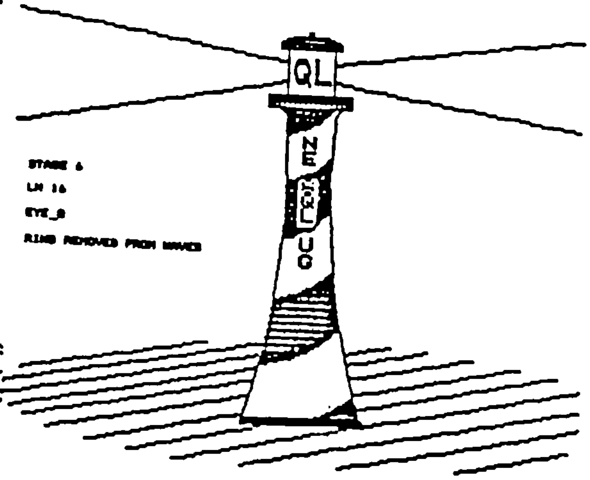
RING AT REAR,
LOWERED FROM LH13

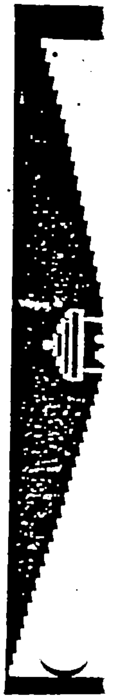


STAGE 6

LH 16

EYE_0

RING REMOVED FROM WAVES



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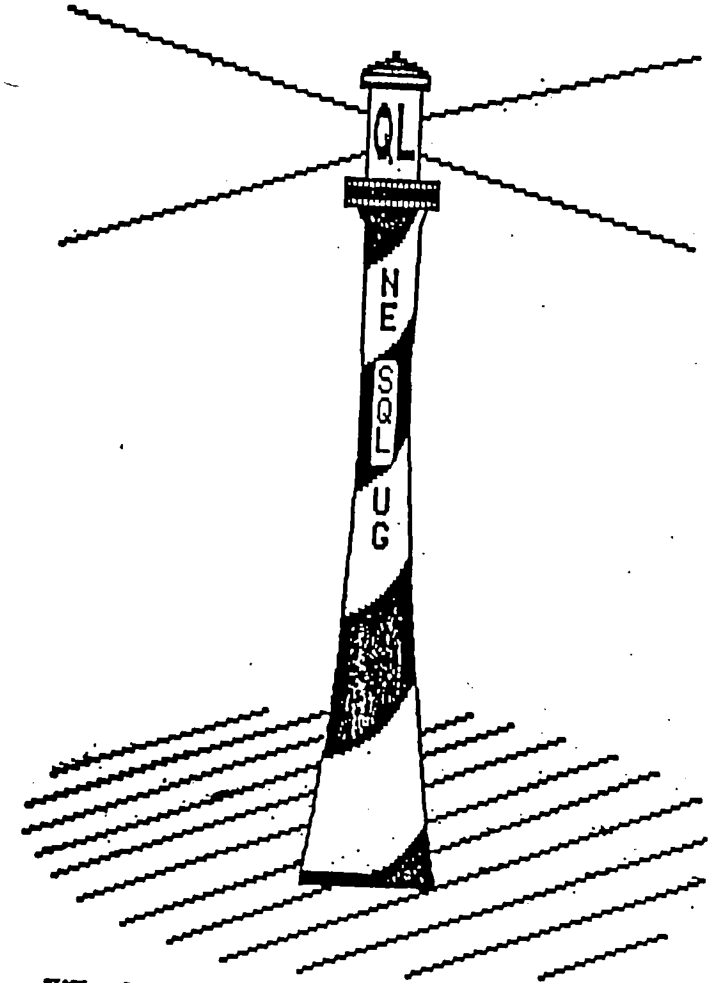
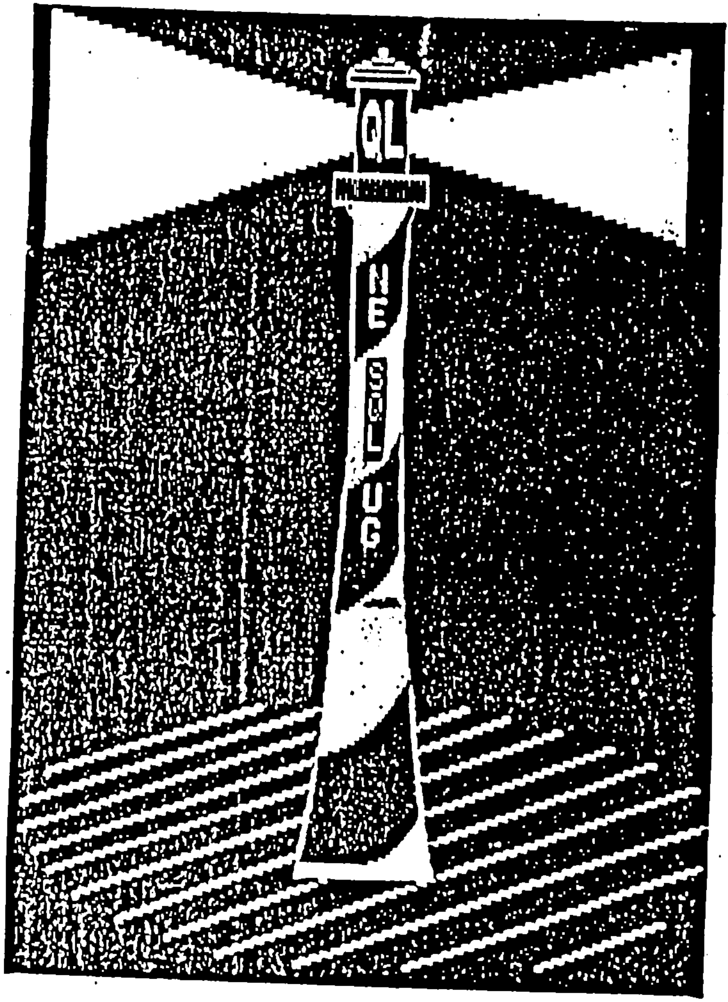


STAGE 7
'R'EVERSE

LH 16

EYE-0 + IMAGIX VERT STRETCH 2



STAGE 8 LH17 (WHICH IS LH 16 WITH BEAM CHANGES)
EYE-0 + IMAGIX VERT STRETCH 2. 'N'ORMAL PRINTOUT
"As the sun rises in the East to brighten and adorn the day, so is
the Lighthouse placed to cast its light across the waters as a
guide to traveller."

NESQLIBrary UPDATE

by Ed Kingsley

I was heartened to see a renewed interest in the Library as evidenced by the "taking" of (14) programs to type-in by eight of those present at the last meeting. I received (7) programs from three people present and one from A. P. Lewis III, a member currently in absentia. (or was it Rhode Island?) Thank you all for your continued efforts.

I'd like to point out to all those who are saying, "enough, already, let's get on with other things", that the Library project is not an open ended project. There are a finite number of programs available to be typed in and shared and we are, in fact, already approaching the end of the known supply. Take heart, take a program. Help put me out of a job - please.

PROGRAMS IN PROGRESS

	NAME		ISSUE	CODE	CAT	DONOR
1.	Aardvark	*	7/85	SB	AI	D. Burns
2.	3D Graph Generator		2-7/8	SB	Appl	A. Boehm
3.	Background Music		5/89	MC	Appl	M. Jonas
4.	Graph Plotter		3/89	SB	Appl	J. Wloch
5.	3D Naughts/Crosses		7/86	SB	Game	S. Waterman
6.	Giro		12/88	SB	Game	F. Romer
7.	Pentathelete		10/85	SB	Game	G. Norton
8.	Picture Puzzle		7/87	SB	Game	F. Romer
9.	Radar	*	3/88	SB	Game	J. Blaho
10.	Sliding Puzzle		12/85	SB	Game	F. Romer
11.	Tiger		5/90	SB	Game	W. Cable
12.	Mode 4 Color Editor		TD	SB	Graf	M. Jonas
13.	Turtle Fractals		7/85	SB	Graf	A. Boehm
14.	Character Write		12/87	SB	Util	J. Blaho
15.	D I Y - PARAMETERS		11/88	MC	Util	W. Cable
16.	D I Y - PEEK/POKE$		8/87	MC	Util	P. Hale
17.	D I Y - TUNE/SPEED		3/87	MC	Util	M. Jonas
18.	Data Maker/Loader		9/88	SB	Util	A. Boehm
19.	File Search		9-11/9	SB	Util	M. Jonas
20.	List		4/87	SB	Util	S. Ostrander
21.	NUM Function	*	11/86	SB	Util	D. Burns
22.	Renum Revised		9/87	SB	Util	R. Arsenault
23.	Round Numbers		10/87	SB	Util	R. Arsenault
24.	Save Variables		CR	SB	Util	A. P. Lewis III
25.	Sorting Routines		8/88	SB	Util	S. Ostrander
26.	VecText		5/90	SB	Util	M. Jonas
27.	XREF		7/86	MC	Util	F. Romer

* = programs taken at the May meeting (hint, hint)

Fred Romer discovered that PIC_Castle_bas doesn't work correctly. I was puzzled because I knew it WAS working when I appended the "NESLIB Front End" to the listing. When I checked it out, however, it was indeed behaving badly. A few moments checking over the program revealed the cause, the cure and a 'great' example of how NOT to program.

The author had:

1) Used a GO SUB(routine)
2) Used a variable to represent the Line Number address of the Subroutine

A) We don't use GO SUB's in SuperBASIC; a GOTO now and again, maybe,

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but GO SUB's, NEVER. THAT's what PROCedures are for.

B) I was surprised that you could even use a variable to represent a Line Number, but amazed that anyone would want to.

[Using variables to Goto/Gosub line numbers was a 'feature' of the original Sinclair Basic. Not only was it permitted, it was encouraged, as a memory saving trick, and was particularly useful in menus - Ed]

In the first line of the program the author set b=24. He then called "GOSUB b" twice in the program. I had renumbered the listing in order to add the NESQLIB header and screwed up his calls. My apologies. The quick fix is to reset the variable 'b' to b=330 or substitute 330 for 'b' at the GO SUB's. The right solution, however, is to never, never, ever program like that.

Now that I've chastened someone else, it's time once again for my own mea culpa's. In the course of organizing the database for the Library, I inadvertantly created two separate files. The NESQLIB_dbf on the Library Disk was only one of the two and therefore short a dozen or so records which were contained in the other file. The reunited databases will be available in January with some improvments in record handling and screen graphics.

In reuniting the databases, I became aware of some of the Import/Export transfers possible between Abacus and Archive which was a great help and has since been of value in other ways.

LIGHTHOUSES

by Hugh Howie

The logo on Newsletter cover depicts a Lighthouse spreading its beam across the ocean, to guide the vessel to a safe haven. I wonder how many realise that the Lighthouse, as it is known today, owes its origin to a blind man?

Yes, a blind man was responsible for the method of construction of many of our Beacons of Help.

'Way back many years ago, an Irishman, aware of the many deaths occurring because of storms at sea, sat in his chair listening to a raging storm and thought back to the time when he could see.

He was experimenting with a canvas covered screw connected to a large metal screw. The idea was that the wind would turn the canvas screw and thereby turn the metal screw in the water, and thus drive his boat.

While he was experimenting, he laid the assembly down on the sand, and a gust of wind turned the 'sail' and drove the metal screw into the sand, wherefrom he had a struggle to remove it.

This night that memory came back to him, as he pondered how to mount a lighthouse on the sand-bar which had wrecked so many ships.

Next day he had his son take him out in the boat to the sand-bar, where they drove a large screw into the sand, and left it there.

A few tides later they returned to the sand-bar, and the screw was still fixed firmly in place.

From there it was a short step to get someone to try this method to build a lighthouse on the sand. It was tried, and it worked.

This is why you often see lighthouses built on what should be infirm ground. The screw going deep into the sand gives a firm base for a structure, thus saving countless lives.

This is a true story. The man was Alex Mitchell. His son was John. The first lighthouse built by this method was on the Maplin Sands.

Alex Mitchell died in 1868.

There are none so blind as they who will not see.

Questionnaire Results

by Ed Kingsley

I received (13) questionnaires out of a possible (31) which, as surveys go, was pretty good. Normal response is about 20% and we had 40%. Thank you for your support. See results below.

MULTIBASIC_doc mentions that Simon Goodwin would be offering an expanded, improved version of the program at a future date. Then is now. He is offering his heretofor published DIY Toolkit Utilities in a collection of (12) volumes at £3 ($6) per volume with an initial charge per order of £4 ($8). One volume has MULTIBASIC and includes the anticipated screen saving facility he had not included in the published program (the Library version).

QUESTIONNAIRE RESULTS: (13 out of 31)

ROM	JSU (7)	JS, MG, MINERVA (6)			
TV / MONITOR	MonoTV (1)		MonoMON (4)		CMON (8)
MDV / FLOPPY	MDV (3)	FLP2 (8)	FLP4 (2)		
DISK FORMAT	3.5" (2)	5.25" (6)	BOTH (2)		
RAM SIZE	128K (2)	384K (1)	640K (4)	896K (6)	
TOOLKIT 2	NO (3)	YES (10)			
MODEM	YES (5)	USE IT (2)		NO (3)	
# OF QL's	ONE (1)	TWO (5)	THREE (4)	FOUR (2)	SIX (1)!
# QL's WORK'G	SAME# (6)	FEWER (7)			
NETWORK QL's	NO (10)	YES (3)			
WORD PROCESSOR	QUILL (9)	Text87 (2)	EDITOR (2)		
FRONT END	NONE (5)	QRAM (3)	ICE (2)	TASKMASTER (4)	
ACCELERATOR	SPEEDSCREEN (4)		LIGHTNING (4)		
IBM EMULATOR	SOLUTION (1)		CONQUERER (3)		
PROGRAM IN	SUPERBASIC (12)		ASSEMBLY (3)		PASCAL (3)
	ARCHIVE (3)		FORTRAN (2)		"C" (3)
BASIC COMPILER	QLIBERATOR (1)		SUPERCHARGE (2)		TURBOCH(3)
READ MAGAZINE	QL WORLD (4)		UPDATE (1)		QUANTA (1)
SUBSCRIBE MAG	QL WORLD (4)		UPDATE (9)		QUANTA (2)

NORMAL PROGRAM USAGE

	NEVER	ALMOST NEVER	ONCE IN A WHILE	FAIRLY OFTEN	A LOT
WORD PROCESSOR	(1)	(0)	(3)	(2)	(7)
ABACUS	(3)	(2)	(3)	(2)	(3)
ARCHIVE	(2)	(2)	(4)	(2)	(3)
EASEL	(4)	(3)	(6)	(0)	(0)
AI	(12)	(1)	(0)	(0)	(0)
GAMES	(4)	(4)	(3)	(1)	(1)
GRAPHICS	(4)	(2)	(6)	(1)	(0)
UTILITIES	(2)	(1)	(3)	(4)	(3)

COMPUTER INTERESTS:

Business (4)
Database (3)
Education (2)
Financial (2)
Writing Software (2)
Assembly Programming (2)
Games
Graphics
Simulations

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Editor' Notes
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SUGGESTED MEETING TOPICS:

- Networking (3)
- Superbasic (2)
- Basic Extensions (2)
- * QDOS
- QRAM
- Abacus
- Pascal
- * Archive
- Multi-Fonts
- * "C" Language
- Error Trapping
- * Assembly Language
- Checking Account Software

TOPICS WILLING TO TEACH:

- QDOS
- Archive
- "C" Language
- Mailbag Program
- Assembly Language
- Monte Carlo Simulation

We are a programming bunch. We use our (2.85) QL's with Toolkit 2, expanded memory, diskdrives and monitors. About half of us have updated ROM's. We're not into modems, but we do like screen/processing accelerators. With all it's quirks, Quill is still our Wordprocessor and we use it a lot. Archive, Abacus and various utilities get good use, but apparently not so Easel or AI. We read or subscribe to (3) different magazines, several of us reading more than one. Only a couple of us Network our QL's, but more of us would if we knew how. Our interests are varied, but often overlapping and we'd all like to find out more about the QL.

* Note that we have (4) matchups between what members would like to hear discussed and what members are willing to teach us about. Have a look over the list of SUGGESTED MEETING TOPICS. If you know something about any of them, or any other related topic, that you would like to share with us, please do one of the following. Get in touch with Al Boehm to schedule a talk at an upcoming meeting, or put together an article and send it to Peter Hale for the Newsletter.

Thanks again to all of you who participated. If you'd still like to be counted, send me your survey. The more we know, the more we can help to guide one another away from that dreaded "abyss".

MEETING MINUTES **Cont from p. 2**

The advantage is that all files are joined into a single file and load much more swiftly.

Bill Cable showed a SuperBASIC line indenter to make programs easier to read. Then he demonstrated two extensions: MEM, which created a device in Ram (not a ram-disk) to store ASCII files and REPLACE, a keyword to replace one string by another throughout a file.

During the business meeting, Peter Hale proposed membership in the Sinclair North American User Group for $15 a year for the newsletter. This was unanimously approved.

Membership renewal was set for July 1, setting our fiscal year from July 1 to June 30. Peter Hale reported that the average cost of production and mailing for the newsletter is $45 for 50 copies.

There was a question concerning software library policies. Peter Hale suggested distributing disks only to members, without money changing hands, on member-formated disks. Dick Taylor said he would explore sub-group status in QUANTA. Foreign library exchanges will be discussed at the next meeting.

There have been requests to meet on Sundays in even months, particularly for those who can't make the Saturday meetings.

Peter Hale proposed a SuperBASIC workshop at his house on the first Sunday in February. Sherm Waterman volunteered his home on the Cape for a workshop. There will be announcements in the newsletters as to date and location.

ODDS 'N ENDS

(Cont from page 3)

ted to the SER1 port, even parity has been selected, it is to carry out handshake, and there is no end of file marker.

If one is anticipating using this device control, I refer you to devices in the CONCEPTS section of the QL manual.

RESPR is a QDOS function that allocates resident procedure space.

```
 1000 PRINT RESPR(1024)
```

will print the base address of a 1024 byte block. The result of the function (what is printed on the screen) is the location of the first address created.

DIV and MOD are two of the many operators supported by the QL. Other, more common operators, are + = >. DIV performs an integer divide.

```
 1000 PRINT A DIV B
```

gives the same result as INT(A/B).

MOD is an operator that gives the remainder in a division problem. The result of:

```
 1000 PRINT 5 MOD 2
```

is 1.

INSTR is an operator that simply indicates where a substring begins in a string.

```
 1000 PRINT "m" INSTR "lamp"
```

will give a response 3 because m is in the third character of lamp. If the substring was "amp", 2 would be returned since the beginning of the substring is at position 2. If the substring was "x", then the response would be 0 because a negative response returns a 0. Thus INSTR is especially useful creating pointers to locate specific characters in long long strings.

SEXEC is a QDOS command that may not be encountered too often unless you are involved with creating utility programs. SEXEC is used for generating program files, usually on microdrive or disk, that can be multi-tasking jobs.

The commands EXEC_W or EXEC will run the programs created with SEXEC.

These are just a few examples of the commands at your disposal with the Sinclair QL. The purpose of this essay is to make the reader aware of the power of this computer. It is unique in that not only are the operating system and the programmable language built in, but they can be conjunctively executed in a SuperBASIC program.

If the commands I've selected increase your curiosity of just what the QL is capable of, I would recommend reviewing the KEYWORD listing in the QL manual on page 28 of the CONCEPTS section.

And, if you possess a toolkit, your keyword listing will increase significantly.

If you stayed with me, and the next time you come across one of these commands in a program listing, and understand to some degree its purpose, my efforts haved been successful.

A reason in undertaking this article was to brush up on the keywords myself. This gave an opportunity to possibly inform and/or motivate other QL users to become more knowledgeable about their computers. Happy computing!

[Editor's note (to fill out the balance of the page):

Gary's essay should tweak some curiosity. Clearly he has learned a lot from the exercise of keypunching printed programs.

Although virtually all of us keypunch accurately, not every one has the confidence to learn SuperBASIC programming.

I don't understand all that I keypunch, but I struggle to understand the use of a new concept or keyword that I encounter at least once in a while. I have been fortunate in whittling down the sum total of my ignorance that way, and I have been able to do it by not trying to understand everything at once.]

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